GRAND OVERVIEW

Aegon's Conquest, like many megagames, can feel like an overwhelming amount of work to run.

This section aims to helpGame Masters surmount that fear withtips, tricks, and advice.

This section willalso discuss overarching rules and guidelines that apply to the whole gameand are not specific to any one table or faction.

The Human Factor

Aegon's Conquest is a game about peopleand the human heart in conflict.

Theabsolute most important aspect of thisgame is to provide a fun time foreveryone involved.

As a megagame, this endeavor requires alarge number of players.

Ideally, Aegon's Conquest should have 33 playersand 4 Game Masters, though there are some tools presented later to accommodate fewer players.

The GameMasters and administrators of this gameshould look towards crowdmanagementand recruiting tools such as online forums and EventBrite to helpfill up those seats.

As much as possible, try and group players together into Houses so that they are teaming up with people that they know. This helps foster a sense of teamwork and cooperation against their adversaries.

Plan for 6-8 hours of time for the game.

Build a meal break into the schedulesomewhere around the midpoint of thegame.

An hour break will be a welcomerelief and time for relaxation for manyof the players who have just spent hoursin intense concentration.

If possible, have a few light snacks and drinks onhand. This can be a long, exhaustinggame and it's good to have refreshmentson hand.

Lastly, actively look out for thehappiness and comfort of the players.

Listen and watch for people who areupset or are causing discomfort inothers.

Use the short breaks in betweenRounds to touch base with players andhave a conversation, extending thebreak time as needed.

Ambiance

It's tempting to see Aegon's Conquest asmerely an overly large board game.

However, the true joy of this gamecomes from the heart - tense, face to faceinteractions with real people.

To nourishthe soul of your players, and yourself, itis recommended that the followingstrategies be implemented.

Provide a small table for each faction to etup at and call their own.

This helpseach team feel like they have a homebase and a safe place.

It's also verypractical to have a dedicated surface for writing notes and storing snacks andother personal items.

Related to that,include a color printout of the Aegon's Conquest map.

Print in a larger size, 11"x 17", if you can. Players will enjoythinking of the tactical and diplomaticstrategies based on their geography and become completely engrossed in therace to victory.

Lastly, provide enoughpens and pencils for everyone.

Somepeople like to take a lot of notes and thishelps encourage deep strategic thinking.

Music is essential for setting the rightmood for players. It's a good idea to setup a randomized playlist ahead of time, ideally long enough that it doesn'trepeat.

Draw from movie and videogame soundtracks, show themes, and classical music.

Some recommendations include Conan the Barbarian (1982), The Elder Scrolls series, Xena: Warrior Princess, The Lord of the Rings trilogy, Diablo 2, and of course the televisionshow Game of Thrones.

You can find theofficial Aegon's Conquest music playlistat https://bit.ly/2JKoGHA

Costumes

Specialized outfits are not a requirementof Aegon's Conquest, but can add adeeper level of creativity, immersion, and camaraderie.

As such, the gameadministrators should encourage players to dress up and show off their cosplay skills.

At a minimum, the game administrators should provide name tag cards on lanyards which identify each player's role and faction.

Decorative name tagshelp people easily identify who is withwhat House and in which role.

Theplayers should likewise, at a minimum,come with color-coordinated clothes tohelp visually connect them with their associated House.

An easy way for the game administrators to help with costumes is to provide three black cloaks, using simple throw rugs or short blankets, for the Night's Watch Lord Commander to place across the shoulders of those Heirs who join the Night's Watch.

Additional bonuses should be awardedfor players who dress in costume aboveand beyond the minimum. Lords dressing in finery receive abonus Dark Wings Dark Words Card. Knights bearing their arms andarmor start with one bonus Gold. Maesters wrapped in scholarlyregalia start with a Crystal of Knowledge. Heirs in fabulous raiment start withan additional random Relic LocationCard, in addition to their startingRelic Location Card. The Night's Watch LordCommander bedecked in onyxapparel begins the game with threerandom Resource Cards. Make sure to communicate theseincentives to the players early in theplanning process long before the day ofthe event to give them time to prepare. Scoring & Rounds Victory in Aegon's Conquest is achieved by the Houses by achieving the highestscore, called 'Power', based on fourcomponents: each Resource icon controlled control of your own House Seat each Relic found each Secret revealed about yourHouse (loss of one Power) Thus, each House starts with 10 points -nine Resource icons and control of their House seat. Resources, Gold, and allother elements of the game have no anyeffect on score. The Night's Watchachieves victory separately by having afull team of four members. The score is officially tallied only at theend of the game. Be conscious of playerswho are feeling defeated and sullenbecause of a few bad turns at theWesteros Table. The way score is talliedin Aegon's Conquest, specifically inregards to Secrets and Relic Cards, issometimes hard to keep track of. The bigdisplay of the Westeros Table can bedeceiving as that is only a portion ofwinning the game and last minuteupsets are not uncommon. In the case of a tie, the Night's WatchLord Commander determines thewinner. If there is no Night's Watch, power is shared in a multi-Housevictory. The defeated pledge fealty to their new Arryn King A stunning victory for House Durrandon double-win shared by the Queens of HousesMartell and Stark The Round is over when all tables'actions have been completed, typicallyafter the Westeros Table has finished. One of the GMs should loudlyannounce that the round is officiallyover and how long players have beforethe next round begins. A typical lengthbetween Rounds is five to ten minutes, although you should adjust this to yourtastes or to accommodate player needs. Houses should convene at their owntables to discuss the Round, plan their upcoming strategy, and negotiate withother Houses. This is the perfect time forKnights to coordinate their moves withrivals, Lords to pre-emptively set uptrades and alliances, Maesters to mapout future marriages, and Heirs to plantheir timing of actions for the nextRound. At the end of each Round, the GM'smay have several announcements tomake: The Throne GM announces any Secrets Cards that have been revealed. The Knight GM announces anymajor military actions, such as theloss of a stronghold or thedisbandment of an army. The Maester GM announces theresults of Conspiracy, including anychanges in Season. The Delve GM announces if anyRelics have been unearthed and bywhom. The Delve GM may also choose toannounce a new Event.

The first Round is often chaotic.						
Thelogistics of this kind game with so manyplayers	can get overwhelming quickly.					
Be sure to take a few breaths, slowdown, and focus	on one step at a time.					
During the first Round, make sure to goslowly and	deliberately.					
There will besome confusion and adjustment onever	eryone's part.					
When the players areall done, make an announcen	nent thatthe Round is over and give playe	erssome time to strategize.				
There is no hard and fast rule abouthow long the ga	ame should take.					
Inpractice we've found that about 6 hoursof focuse	d, actual play nets around 9 or10 Rounds	š.				
That's a pretty goodstopping point; everyone starts	gettingspent by then.					
Keep announcing what the currentRound is and, w	nen you've got a goodhandle on your par	cing, announce howmany Rour	nds the game will be going.			
The players need to know where thegoal posts are	if they are tomeaningfully plan their strat	.egy.				
For the final Round have the Throne, Citadel, and D						
Thenhave a final pitched battle witheverything the h	louses can muster at theWesteros Table) .				
The acquisition ofterritory is only one piece of the p	artsthat go into determining Power, but the	nevisuals of a final military acti-	on are verysatisfying.			
When the final Round is over, huddlewith the GM's	and tally up theaccumulated Power of al	I the Houses.				
Announce the winning House with asmuch fanfare	as you can muster, as wellas the Power	scores for all Houses.				
Haveall of the defeated Lords place theirgolden cro	wns at the feet of the winningLord.					